

ZONING ARTICLE

ARTICLE #

**RE: Refine the Definition of “Experiential
Retail & Commercial Interactive Venue”**

To see if the Town will vote to amend Article II, Section 2.18 “R” of the Zoning Bylaw of the Town of Burlington to amend the definition of “Retail, Experiential & Commercial Interactive Venue” as follows (~~striketrough~~ = remove and **bold and underlined** = add):

Retail, Experiential & Commercial Interactive Venue

The use of retail tenant space for in-store experiential uses through engaging activities, sounds, motion, or special settings, including virtual reality and multimedia. This includes interactive uses that may be immersive and/or allow for participation, such as small-scale ~~bowling~~, sport-oriented **activities**, which may ~~only~~ be permitted in combination with a Restaurant or Fast-Order Food Establishment as defined herein.

Or take any action relative thereto.

Submitted by the Select Board at the request of
the Director of Economic Development

PASSED () DEFEATED () POSTPONED INDEFINITELY () OTHER ()